

rendering the texture map tile at the region on the computer display screen.

41. (Amended) A method of generating a tile data structure in a computer readable medium representing an image texture for a tiled texture mapping, comprising:

determining plural selected viewing angles for viewing the image texture, the viewing angles being determined with respect to a selected user viewpoint;

correlating each selected viewing angle to a predetermined range of viewing angles that includes the selected viewing angle; and

forming for each of the selected viewing angles a data structure that includes a projection of the image texture relative to the selected viewing angles.

42. (Amended) In a computer readable medium, computer software instructions for applying a texture map to an image surface in a graphics image rendered on a computer display screen, comprising:

software instructions for identifying a region of the image surface to which region the texture map is to be applied;

software instructions for determining a viewing angle for the region, the viewing angle being determined with respect to a selected user viewpoint;

software instructions for correlating the viewing angle with a texture map tile corresponding to the viewing angle; and

software instructions for rendering the texture map tile at the region on the computer display screen.

Remarks

Claims 1-42 are in the application. Claims 1, 16, 27, 34, and 40-42 are in independent form. Reconsideration is requested.

Applicants' attorney appreciates the courtesies rendered during the July 15, 2001 telephonic conference with the Examiner. The following remarks represent applicants' summary of the substance of the interview.